



SOLO/COOP
RULES & SCENARIO
BOOK



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THIS BOOK REQUIRES COMPONENTS FROM THE CONAN 2015 KING PLEDGE.

Solo/Cooperative Mode

A DIFFERENT APPROACH

This rule set allows you to play through a single Solo/coop scenario or a campaign of linked scenarios with no need for an Overlord player. Players choose their Heroes from a variety of Archetypes and progress in terms of equipment and abilities. This rule set does not replace the original game

or diminish its spirit and style; it is a separate mode, with its own flavor and motivations. These rules were originally printed in the Conan Monolith Sourcebook (published by Modiphius) and have been slightly revamped for this book.

SOLO/COOPERATIVE PLAY RULES

The following rules assume players have a thorough knowledge of how to play Monolith's Conan Board Game. Those rules are not reprinted here, but are referenced herein, so prior experience playing the game is required.

Solo/cooperative rules allow players to play through specially designed scenarios that eliminate the role of the Overlord. Instead, the players follow a system of automated commands to control the Overlord's tiles and miniatures. The players do not need to think or strategize for the Overlord tiles and miniatures; the rules and the scenario will do the strategizing for the Overlord. If a situation ever

arises that is not covered by the rules or scenario, the players may choose whichever option is in their own best interest.

For the Heroes, the Rules Don't Change

The first thing to understand is that the rules for Heroes are the same as in the original Adventure Mode rules. They move, attack, manipulate, and cast spells as they always have. Their initial setup remains unchanged and is dictated by each scenario. The only difference is strategic. It requires a slightly different approach when battling the pre-determined commands of this non-player Overlord than it does against a human opponent.

THE OVERLORD

Overlord Setup

In addition to controlling one or more of the Heroes, the player(s) of solo/co-op mode must also serve as hands for the Overlord. This task could be assigned to a single player or be a shared responsibility for those at the table.

Fortunately, the process is simple. Each scenario will show you which game boards to use, where to place the miniatures during setup, and which Overlord tiles to place in the River on the Book of Skelos. Once these components are in place, locate the required double-sided tokens from the board game box.

It is important that you have one for each corresponding tile in the River. In most cases, you will require numbers 1 through 6, but this depends on the scenario. Remember to use the tokens that have the same grayish star-like design on the backside to ensure you will not know which Overlord tile is next to activate (see below).



Once you have these tokens, place them numbered side down in the Reserve zone of the Book of Skelos where the Overlord normally places their gems to create the Activation token pool. (In this game mode, the Overlord does not use gems.) Note, however, that some scenarios have their own rules for Overlord activations; this is just the default method.

Determining Overlord Activations

The Overlord has a series of automatic commands, and it is up to the players to follow the scenario instructions, move the Overlord's miniatures, and roll the dice for attacks against their own Heroes. Before we outline these commands, we must know in what order, by what process, and how often the Overlord activates their tiles.

Each turn, the Overlord activates a number of tiles equal to the number of Heroes on the board. If at any time one of the Heroes is killed, the Overlord loses one activation (see Number of Overlord Activations below).

To activate a tile:

1. One of the players randomly picks up an Activation token and flips it over to reveal the number.
2. Temporarily place this numbered token in the top left slot of the Book of Skelos Benefits token slots (normally reserved for the Movement Benefit token). This number will correspond to one of the numbers on the River.
3. Whichever tile corresponds to this number will immediately activate (See Overlord Commands/Activating the Overlord Tiles on page 7). The tile remains in its position and is not placed at the end of the River.

- Once this activation is finished, take any additional activations the Overlord gets (again, this is dictated by the number of Heroes currently on the board or by the scenario's special rules). Place the second Activation token in the Guard action slot, and the third Activation token in the Reroll action slot. If you're playing with four Heroes, place the fourth Activation token directly into the Fatigue zone, as that is the maximum number of activations the Overlord will ever get per turn.
- Once you are done activating tiles, remove all spent tokens from the three Benefit token slots and place them number side facing up in the Fatigue zone on the Book of Skelos.

Refreshing the Activation Token Pool

If the Overlord has activations available but all of their tokens are in the Fatigue zone, it is time to refresh the Activation token pool.

To do this, flip the tokens in the Fatigue zone and the Benefit token slots so the number sides are down, shuffle them, and place them in the Reserve zone. In this way, it is possible for a particular tile to activate twice during a single Overlord turn. This will increase in frequency as tiles are flipped (see "Dead" Tiles and Corresponding Activation tokens on the next page).

Alternatively, you may use a small bowl or pouch to store the tokens in, so they are drawn blindly.

Overlord Defense

The Overlord does not roll for defense. To damage an Overlord unit, Heroes must simply overcome the unit's Armor Value (unless the scenario specifies otherwise).

Max Units

A max number in parenthesis below a tile in the River indicates the maximum number of miniatures for that tile that can be on the game board at the same time.

Adding Units vs. Reinforcements

When a rule or event says to add a unit, place one from the reserve to the indicated area as long as the max unit limit is not exceeded. Unlike reinforcements, these units do not have to have been previously killed.

Adding a Fourth Hero

Each scenario lists the required number of Heroes, with the most common Hero count being three. Some scenarios offer options for adding a fourth Hero. To do so, the Overlord takes an additional Activation on any turn that it faces off against four Heroes (unless the scenario indicates otherwise) and follows additional rules detailed in each scenario.

Number of Overlord Activations

If one of the Heroes dies, the Overlord immediately loses one activation. For example, at the beginning of a turn, with three Heroes on the board, the Overlord receives three activations. If a Hero is killed during the Overlord's second activation, that Hero is immediately removed from the board and the Overlord will not receive their third activation. On the next Overlord turn, the Overlord only receives two activations (assuming there are still two Heroes on the board and one didn't blow themselves up with an Explosive Orb or fall victim to a Counterattack).

Hard Mode

These scenarios were designed to be replayable. Veteran players might find that, over time, their strategies lead them to more victories than defeats. When this happens, players have a few options.

Hero Selection

Players can choose to swap out one or more starting Heroes with less optimal Heroes of the same archetype to increase the challenge (see Archetypes on page 10). Shevatas, for example, has the Evasive skill, which can provide considerable benefits. By swapping Shevatas out and replacing him with Taurus, a scenario will play quite differently.

Tile Substitutions

Some scenarios list one or more alternate tiles in the River. These alternate tiles are usually from add-on packs or expansion boxes that reflect units that hit harder, move faster, or have more powerful skills. We recommend players substitute only one tile at a time to increase the difficulty.





Here the Overlord is taking their third activation for the turn. Tiles 4 (Hyenas) and 5 (Giant Snake) have already activated and number 2 has just been drawn randomly from the Activation token pool, meaning Zogar Sag activates. These Activation tokens are drawn one at a time and the tile with the corresponding number is activated. They are placed left to right in the slots normally reserved for Overlord Benefits tokens. In serves to remind you which activation you're on and how many you've taken. Once the Overlord has activated a number of times equal to the number of Heroes on the board, move the spent Activation tokens to the Fatigue zone of the Book of Skelos.

If you're playing with 4 Heroes, the 4th token simply goes straight to the Fatigue zone as it is the final possible activation. Once all Activation tokens in the Activation Pool have been spent, Refresh the Activation Pool (see page 5).

"Dead" Tiles and Corresponding Activation Tokens

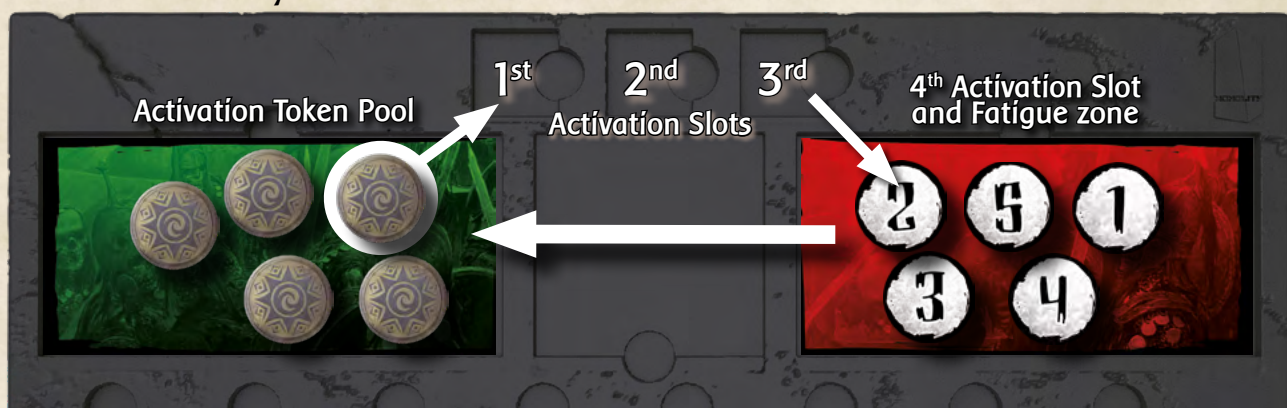
There will be times when a particular tile will be killed and won't return (via Reinforcements, for example). When you draw an Activation token associated with a tile that has no miniatures left on the board and will not return, flip the tile, remove the Activation token from the Book of Skelos, and draw a replacement Activation token. The flipped (and bloodied) tile stays in the River as a visual indicator that it won't be bothering you anymore and its token is removed from rotation.

However, when you draw an Activation token associated with a tile that has no miniatures left on the board **but can be reinforced**, that Overlord activation is wasted.

If, at any time during a scenario, a unit that can be reinforced loses the ability to be reinforced, follow the rules to remove the Activation token as described in this section.



Activation Token Cycle



Overlord Turn Quick Reference

1. Determine the number of Overlord activations (activations = number of Heroes on the board).
2. Anytime the Reserve zone is empty, return all Activation tokens to the Reserve zone (numbered side facing down). Then, draw an Activation token (as long as the Overlord has more activations available).
3. Activate the tile on the River that corresponds to the number on the Activation token you have just drawn.
4. If the Overlord still has available activations, activate again by drawing another random token from the Activation token pool.

Overlord Commands/Activating the Overlord Tiles

As a general rule, an Activating Overlord unit will attempt to attack the most vulnerable target, known hence forth as the Target Hero (see Determining the Target Hero below). The unit(s) associated with the activating tile will attempt to attack the Target Hero by moving into the Hero's area for a Melee Attack, firing a ranged weapon, or moving and firing a ranged weapon. If some of the units in the activating tile can attack the Hero, they will, even if others cannot. Those that cannot will attempt to attack an Alternate Target Hero, if possible (see Determining an Alternate Target Hero) or will simply move as close to the Target Hero as possible. These rules will be detailed below. Once you have read them you are encouraged to consult the **Determining Target Hero and Alternate Target Hero Quick Reference Table** on page 8.

Determining the Target Hero

If possible, all units associated with the activating tile will attack the Target Hero by using a Ranged Attack or Melee Attack action (or any special action such as a spell detailed in the scenario). **The Target Hero is the Hero with the fewest energy gems in their Reserve zone.** That means, as long as the activating Overlord unit can attack the Target Hero by moving into their area for a Melee Attack, firing a ranged weapon, or by a combination of moving and firing a ranged weapon, they will attack that Hero. If there are two or more Heroes with the same number of energy gems in their Reserve zone and they can be reached by the activating Overlord unit for an attack, whichever of these Heroes has the most gems in their Wound zone will become the target. If both of these values are equal, the players may choose which Hero will be attacked.

Note that most scenarios have special rules indicating which Hero a particular Overlord tile will attack. In some cases it will mean attacking the Hero with the most gems in their Reserve zone (see **The Strongest Hero**). In these cases, the scenario rules always override these rules.

Path of Least Resistance

An Activating Overlord unit will always follow the path of least resistance, and a route that would not risk damage to the unit, to make its attack. Sometimes this means not moving at all (if they share the area with the Target Hero), and sometimes this means moving a number of areas up to their movement value in order to make an attack (either a Melee Attack or Ranged Attack action). Hindering conditions

and paths that could cause damage should be taken into account when determining the path of least resistance.

Cunning Attackers

In this game mode, when an Overlord tile associated with multiple units activates, each of these units will move, resolve their attacks, and then the next unit associated with the tile will activate. This is different than the regular rules where Overlord units must move before attacking or lose all unspent movement points. **Players choose the order in which these units activate unless the scenario states otherwise.**

Hindering and Ranged Attacks

Once line of sight is determined against the Target Hero, but before making a Ranged Attack that would be affected by hindering, the activating Overlord unit will first attempt to move to avoid the penalty. In most cases, particular skills make this movement easy (Evasive) or entirely unnecessary (Elite Shooter). If the activating Overlord unit using the Ranged Attack is unable to avoid or ignore the penalties caused by hindering, or they would lose line of sight by moving, they will still attack the Target Hero and receive the penalty.

Hindering and Melee Attacks

If, while on its way to make a melee attack against a Target Hero, an activating Overlord unit would encounter Hindering conditions, it will only make the move if it can actually reach the Target Hero's area in the same move. Otherwise, it will select an Alternate Target Hero (see Determining an Alternate Target Hero) that it can reach for an attack as part of this activation. If it can't reach an Alternate Target Hero for an attack, it will simply move as close to the Target Hero as possible. Since units resolve their activations sequentially, hindering conditions should be reevaluated after each unit's activation.

Tiles with Units in Different Areas

It should be noted that not all units associated with a single tile will necessarily occupy the same area when they activate. With that in mind, it may mean that some of the units will move to attack the Target Hero, while others will make their way closer to the Target Hero, or, if it's within their capabilities, will select an Alternate Target Hero instead (again, see Determining an Alternate Hero).

The Strongest Hero

In many scenarios, there is a rule stating that a particular tile or tiles will attack the "strongest" Hero. In this case, follow these guidelines to determine the Target Hero:

1. First, check which Hero has the most energy gems in their Reserve zone. That Hero becomes the Target Hero.
2. If two Heroes have the same amount of gems in their Reserve zone, the Target Hero will be the Hero who has suffered fewer damage.
3. If both of these amounts are equal, the players choose which of these Heroes is the Target Hero.

Determining an Alternate Target Hero

The following conditions will prevent an activating Overlord unit from attacking the Target Hero (again, that's the Hero with the fewest energy gems in their Reserve zone), causing them to determine an Alternate Target Hero.

1. The activating unit cannot reach the Target Hero for a Melee Attack (due to other Heroes hindering this miniature's movement or simply because it does not have a high enough movement value to reach the Target Hero).
2. The activating unit cannot get a clear line of sight to attack the Target Hero with a Ranged Attack (even after moving up to their movement value).
3. The Target Hero has a power or effect that prevents that Hero from being targeted by an attack.
4. An Event or special rule may dictate that a particular tile will attack a particular Hero. In some cases, it will be the Hero who has the most energy gems in their Reserve zone that will be targeted (see **Strongest Hero** on page 7). These instances will be detailed in the scenario.

If any of these circumstances prevent the activating Overlord unit from attacking the Target Hero, they will attack an Alternate Target Hero. In this case, the Hero they attack will be the Hero who has the second fewest gems in their Reserve zone and who can be reached for a Melee or Ranged Attack (as per the same conditions above).

If ever two or more Heroes have the same (fewest in number) energy gems in their Reserve zone, then the activating Overlord unit will attack whichever Hero has more gems in their Wound zone. If all these values are equal, the players may choose which Hero is the target of the attack.

If an activating Overlord unit is unable to attack any of the Heroes on the board, they will target the nearest Ally (if applicable). Otherwise, they will move as close as possible to the Target Hero.

Rerolls

Activating Overlord units that possess the reroll symbol on their attack dice    will always reroll a blank result, but will never reroll any other results. They will use all of the reroll options they have, but again, only to reroll any blank results. The Support skill works in addition to and by the same rules as any of these reroll symbols, though players should note that Support works differently for Heroes in this game mode. See Support on next page.

Reminder

An activating Overlord unit will always first try to attack the Target Hero. Even if the activating Overlord unit is in the same area as another Hero, it will still break away to attack the Target Hero, if it can reach him during the same activation.

Avoiding Hindering with Ranged Attacks:

Let's say Kerim Shah occupies the same area as two Heroes, but neither of these two is the Target Hero. If Kerim Shah had line of sight to the Target Hero, and he is several areas away, Kerim Shah will try to avoid any hindering penalties before making the Ranged Attack. Because Kerim Shah does not have either the Elite Shooter or Concentration skill, he would need to move to another area (not occupied by Heroes) where he still has line of sight, to avoid the hindering penalty. If Kerim Shah had the Evasive skill, he would not suffer a penalty for leaving this area, but since he does not, he will need to rely on his base movement value of 2. Because the two Heroes would effectively reduce Kerim Shah's movement by two, he would be unable to leave the area. Though there is no way Kerim Shah can avoid the hindering penalty, he will still attack the Target Hero.

Determining Target Hero/Alternate Target Hero Quick Reference

An Activating Overlord Unit must determine a Target Hero

- First, check which Hero has the fewest energy gems in their Reserve zone. That Hero becomes the Target Hero.
- If two Heroes have the same amount of gems in their Reserve, the Target Hero will be the Hero who has suffered more damage.
- If both of these amounts are equal, the players choose which of these Heroes is the Target Hero.

Determining an Alternate Hero

- If an activating Overlord unit would be unable to attack the Target Hero for any reason (even after moving), players will determine an Alternate Target Hero.
- The Alternate Target Hero is the Hero that has the second fewest gems in its Reserve zone and can be reached for an attack.
- If two or more Heroes (that can be reached for an attack) have the same amount of gems in their reserve, the Alternate Target Hero will be the Hero who has suffered more damage.
- If these amounts are equal, the players choose which of these Heroes is the Target Hero.
- If an activating Overlord unit is unable to attack any of the Heroes on the board, they will target the nearest Ally (players choose which Ally).

On the ultra-rare occasion that players are unable to determine which Hero should be attacked by an Overlord unit, players choose any Hero within reach (for Melee or Ranged Attack Action) as the target of the attack.

skills

Some skills need to be modified to be compatible with Solo/Co-op Mode. This lists contains the modified skills.



Blocking: For Overlord units, this skill works the same as the traditional rules. **Heroes who possess this skill may not use it in this game mode.**



Climb: Overlord units only use this skill if it allows them to avoid movement or attack restrictions or gets them to the Target Hero's area (or an area from which they can attack the Target Hero).



Counterattack: For Overlord units, this skill works as in the Adventure Mode rules. **Heroes who possess this skill may only use it once per Overlord turn.**



Flying: Overlord units only use this skill if it allows them to avoid movement or attack restrictions or gets them to the Target Hero's area (or an area from which they can attack the Target Hero).



Intangible: Overlord units only use this skill if it allows them to avoid movement or attack restrictions or gets them to the Target Hero's area (or an area from which they can attack the Target Hero).



Jinx: For Overlord units, this skill works as in the Adventure Mode rules. Heroes who possess this skill may use it normally, but it may create a significant advantage. Use it at the players' discretion.



Leadership: Heroes who possess this skill may use it normally. **Note:** Overlord units do not target Allies unless they cannot reach a Hero for a Melee or Ranged Attack.



Leap: Overlord units only use this skill when it allows them to reach the Target Hero more easily without the risk of death or if the scenario gives rules for doing so.



Poison: Unless a scenario defines Poison's effects, use these rules: When a unit with Poison attacks a Hero, instead of suffering damage, the Hero must place a number of Poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their Hero sheet. Each Poison token on an action space reduces by 1 the exertion limit of that action. When both exertion limits are reduced to zero, that Hero immediately dies. If additional Poison tokens are needed, you can use any other token to represent them.



Protected: For Overlord units, this skill works as in the Adventure Mode rules. **Heroes who possess this skill may not use it in this game mode.**



Sacrifice: Overlord units only use this skill if the scenario outlines how it is to be used.



Spell Caster: Overlord units only use this skill if the scenario outlines how it is to be used.



Support: For Overlord units, this skill works the same as the reroll rules for solo/co-op play and works in addition to any reroll symbols on the tile's attack value(s). **For the Heroes, it works as in the Adventure Mode rules.**



Swimming: Overlord units only use this skill if it allows them to avoid movement or attack restrictions or gets them to the Target Hero's area (or an area from which they can attack the Target Hero).



Wall Wrecker: Overlord units only use this skill if it allows them to avoid movement or attack restrictions or gets them to the Target Hero's area (or an area from which they can attack the Target Hero).



Web: Overlord units will use this skill whenever possible, unless the unit is affected by hindering.

ARCHETYPES

While some expansions contain campaigns with character progression, this booklet includes only standalone scenarios. Rules specific to campaign gameplay are detailed in their respective expansion rulebooks, but the Hero selection portion is included here as a reference for Hero substitutions if players choose that option. We recommend playing with the listed Heroes until you are familiar with the game.

With that in mind, we compiled a list of Heroes players may choose from and grouped them into various archetypes: Warriors, Rogues, Sellswords, Sorcerers, and Monsters. Note that some of the Heroes' Skills will be less potent or potentially useless (see Skills on page 9).

Hero Selection

These scenarios list the recommended Heroes to use, their starting gear, and their archetype. Players may substitute these Heroes with another Hero of the same archetype, but this may affect balance. Some skills and stats have the potential to make the game easier, while missing out on some skills would make the scenario too challenging (or potentially impossible). For example, imagine a scenario on the Ships game board and no Heroes with the Leap skill are selected.



Warriors

Warriors are heavy hitters, such as Conan. These characters will be expected to deal death during every scenario.

The options for Warriors are:

Core Box:

Conan

Stretch Goals:

Conan the General, Conan the Mercenary, Conan the Wanderer, Conan the Warlord, Constantius, Olgerd Vladislav, Pallantides, Zaporavo

King Pledge:

Amra the Lion

Conan the Conqueror:

Baal-Pteor, Conan the Conqueror*, Conan the Pirate, Gorm

Nordheim:

Niord

Khitai:

Shentu

Shadow Kingdom:

King Kull

Vanir Valkyrie:

Vanir Valkyrie

Online:

Afari, Othryades

Corinthia:

Achilles, Heracles

Gods of the North:

Brunhilde, Heimdul, Lagertha, Osric, Rudd, Sonya, Wulfhere

Red Nails:

Ageera, Conan Free Companion, Olmec

Frank Frazetta:

Conan the Berserker*, Conan the Destroyer

Xavier Colette:

King Conan

Paolo Parente:

Valeria the Warrior

Brom:

Conan the Thief

* These Warriors are not recommended due to their potential to affect balance:

Conan the Conqueror, Conan the Berserker



Rogues

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be very useful for securing objectives and/or acquiring equipment from chests.

The options for Rogues are:

Core Box:

Shevatas

Stretch Goals:

Amboola, Balthus, Savage Bêlit, Taurus

King Pledge:

N'Gora

Gods of the North:

Asgrimm, Aslaug, Bragi, Tostig

Corinthia:

Atalanta

Xavier Colette:

Bêlit the Princess

Online:

Ghayoor

Conan the Conqueror:

Octavia, Zenobia

Red Nails:

Conan the Rogue, Techotl

Stygia:

Ikhmet

Shadow Kingdom:

Brule



Sellswords

Sellswords can fill any role. Some are more adept at combat, while others play a supporting role. We recommend the following options for the most balanced experience:

Core Box:

Bêlit

Stretch Goals:

Amboola, Constantius, Kerim Shah

King Pledge:

N'Gora, Valeria

Corinthia:

Leonidas, Odysseus

Gods of the North:

Hialmar, Horsa, Thorfinn

Online:

Shafiah

Stygia:

Ikhmet

Red Nails:

Valeria Free Companion

Brom:

Bêlit (Queen of the Black Coast)



Sorcerers

Sorcerers are adept at casting spells. These spells provide aid to other Heroes, make themselves more difficult to hit, and/or allow them to deal their own share of damage.

The Options for Sorcerers are:

Core Box:

Hadrathus

Stretch Goals:

Pelias, Skuthus, Zogar Sag

King Pledge:

Zelata

Gods of the North:

Gullveig, Zelata the Wanderer

Online:

N'Yaga, Shubba

Conan the Conqueror:

N'Yaga, Xaltotun

Red Nails:

Tascela, Tolkemec

Paolo Parente:

Taramis



Monsters

Monsters usually fill a niche role and it is not recommended to use them as substitutions.

Stretch Goals:

Thak

Gods of the North:

Hrym

Conan the Conqueror:

Nameless Horror, Winged One

Yogah of Yag:

Yogah of Yag



With the echoing war drums of the Pict tribes settled beyond the Black River and the increased frequency of incursions up to the Thunder River, many settlers flee the Conajohara territory for the safer lands of the Kingdom of Aquilonia.

While scouting along the border to aid Valannus, the Commander of Fort Tuscelan, Conan bears witness to the massacre of a column of refugees from Velitrium. The Picts withdraw victoriously with a female prisoner who

Conan recognizes as Yselda, the daughter of the city's governor. The Cimmerian knows that Yselda's life can now be measured in mere hours, as she will shortly be sacrificed on the altar of Jhebbal Sag, the Lord of Beasts.

Back in Fort Tuscelan, Conan assembles a small group of experienced warriors to rescue the governor's daughter and, at Valannus' request, bring back the head of Zogar Sag.

OBJECTIVE

If one or more Heroes have fled the village with Yselda and Zogar Sag's head, Yselda is returned safely to her father; the Heroes win the game.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Buckler, Leather Armor)
- Rogue: Shevatas (Kris, Throwing Knives)
- Sorcerer: Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He starts with Mitra's Halo cast.

Shuffle the "Yselda" Treasure token with two "Nothing" Treasure tokens and place them face-down in a stack beside the game board. Add the remaining "Nothing" Treasure tokens on top of this stack. This forms the Hut Search stack.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Explosive Orb x2, Life Potion x2, Chainmail, Crossbow, Shield, Bossonian Bow.

EVENT

Reinforcements: Reinforce up to six Pict Hunters. Place the first in the reinforcement area  marked 1, the second in area 2, the third in area 3, the fourth back in area 1, the fifth in area 2, and the sixth in area 3.

Then reinforce up to three Pict Warriors. Place the first in reinforcement area 3, the second in area 2, and the third in area 1.

SPECIAL RULES

Game Board Rules: Standard game board rules apply except Overlord units do not spend 1 extra movement point to move across a hut flap.

Searching the Huts: When a Hero enters a hut for the first time, draw the top Treasure token from the Hut Search stack, and place it with the number side up in the hut. If the number is 1, the hut does not contain Yselda. If the number is 2, place the Princess miniature in the hut's area.

Yselda is unconscious, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero takes the Princess miniature and places it next to their Hero sheet. Yselda has one life point and no Armor. If she suffers any damage (such as an area attack), she dies and the Heroes immediately lose the game.

Let Sleeping Dogs Lie: Overlord units in huts only move if they can reach a target or if there is a Treasure token in their hut indicating it has been searched. If units in an unsearched hut cannot reach a target, their activation is wasted.

Hyenas: Every time this tile is activated and there aren't five Hyenas on the board, place additional Hyenas on the board to bring the total to five. The first Hyena should be placed in reinforcement area 1, the second in area 2, the third in area 3, the fourth in area 1, and the fifth in area 2.

Critical Hit: If a Hyena rolls 2 successes during an attack, roll 1  and add the result to the attack roll.

Zogar Sag: When Zogar Sag dies, place his Life Point token in his area  to represent his head. A Hero may pick the head up by performing a simple Manipulation. That Hero takes Zogar Sag's Life Point token. The head has an Encumbrance value of 2.

Fleeing the Village: A Hero can flee the village from an area at the edge of the board by spending movement points as though crossing a border. Once a Hero has fled, they cannot return to the board. A Hero that has fled is not considered to be killed; they are still counted for the number of Activation tokens to be drawn.

OPTIONS

Four Player Mode

- **Sellsword:** Bêlit (Ornamental Spear), starts in the same area as any Hero.
- **Reminder:** The Overlord activates four times per turn.



1

2

3

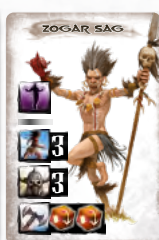
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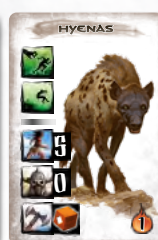
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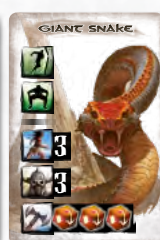
(12 Max)



(3 Max)



(5 Max)



Hard Mode:
Choose one
of these tiles
to substitute.



Frédéric Henry / Ken Meyri



HUNTING THE TIGRESS

For months, the pirate ship *Tigress* has been scouring the waters off the coasts of Stygia and the Black Kingdoms and preying on the profitable trade of gold and ivory, much to the displeasure of King Ctesphon. As the Stygian fleet seems unable to put an end to the piracy, the king has promised a colossal sum to whomever can bring back Bêlit's head.

With Bêlit's vessel anchored to resupply and a large portion of the crew on shore, Zaporavo, the Zingaran

captain of *The Vandal*, takes the opportunity to attack in hopes of claiming the enormous reward and the glory that accompanies it.

Supported by a row of archers and the black magic of Skuthus, a Stygian necromancer sent by Ctesphon, the Zingaran mercenary and his troops quickly gain a foothold on the deck of the *Tigress*. Only Conan, Shevatas, and a handful of remaining warriors can come to Bêlit's aid.

OBJECTIVE

To win the game, the Heroes must kill Skuthus, Zaporavo, and the Outer Dark Demon before the end of turn 8 while keeping Bêlit alive. If Bêlit dies, the Heroes immediately lose the game.

SETUP

The game starts with the Heroes' turn.

- **Sellsword:** Bêlit (Ornamental Spear, Tribal Shield), commands 5 Bêlit's Guards
- **Warrior:** Conan (Battle Axe, Leather Armor)
- **Rogue:** Shevatas (Sword, Leather Armor, Throwing Knives)

Set the Outer Dark Demon tile and miniature to the side. This will be added during the course of the scenario.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Life Potion x2, Explosive Orb, Shield.

EVENT

When the Event tile is activated, resolve each of the following events in order:

1. **Reinforcements:** Roll (no rerolls allowed) to determine how many colorless Pirates are reinforced in the reinforcement area . Repeat this process for the green Pirates, and then for the Bossonian Archers. If this area is occupied, place the reinforcements in the adjacent area closest to the other ship.
2. **Fire at will:** Each Bossonian Archer performs a Ranged Attack targeting the Strongest Hero.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Supreme Leader: When using the Leadership skill, Bêlit may spend 1 gem to activate all Bêlit's Guard units on the game board following the **Cunning Attackers** rule (see page 7) rather than 1 gem per unit.

Leap: If a unit (Hero or Overlord) fails to leap, they remain in their area. Overlord units prioritize leaping over an area with the lowest leap difficulty unless leaping over a higher leap difficulty area is the only way to reach their Target Hero or Alternate Target Hero.

Duelists: Zaporavo targets the Strongest Hero.

Skuthus: Has the spells *Mitra's Halo* and *Set's Bite*. When Skuthus activates, he casts *Set's Bite* at his chosen target (see **Stay on Target** rule). *Mitra's Halo* is always active.

Stay on Target: Skuthus, the Outer Dark Demon, and the green Pirates target Bêlit. They will only attack a different Hero if they end their movement in an area with that Hero and Bêlit is not in that area.

Glory to Set: When Skuthus dies, place the Outer Dark Demon miniature in his area and replace his tile with the Outer Dark Demon tile.

OPTIONS

Four Player Mode

- **Sorcerer:** Hadrathus (Parrying Dagger, and 3 spells: *Gift of Life*, *Mind Control*, *Set's Halo*), starts in the same area as Conan and Shevatas. He starts with *Set's Halo* cast.
- **Reminder:** The Overlord activates four times per turn.



The Tigress travels the dark waters of the Zarkheba river, whose mysterious shores are covered by gloomy jungle. The Queen of the Black Coast knows that, beyond the tangled wall of vegetation, an ancient city may yet hide fabulous treasures. But legends speak of hauntings, and the local tribes carefully avoid the area.

After many hours spent sailing in a supernatural silence, Conan spots the black fangs of towers stretching above the trees. Choked by overgrowth, the ruins exude decadence and desolation.

Not heeding the superstitious warnings of her men, Bêlit disembarks with her Cimmerian lover, Shevatas, and a few reluctant crewmen. In an abandoned crypt, they discover a handful of colorful gems and a strange curved knife, spurring them to press deeper into the ruins.

In the center of the city they come upon a small fortress, its broken-down towers and crumbled walls held together by thick vegetation. Only then do they hear the echoes of a voice from beyond the grave: "Return my belongings, heathen profaners, or I shall drench the altar of Set with your blood!" Skuthus' trap has been sprung.

OBJECTIVE

To win the game, the Heroes must kill Skuthus before the end of turn 8.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Shield, Leather Armor)
- Rogue: Shevatas (Sword, Throwing Knives)
- Sellsword: Bêlit (Ornamental Spear, Buckler, Leather Armor), commands 3 Bêlit's Guards.

Shuffle Activation tokens , , and  and keep them facedown near the Book of Skelos. These tokens will be added to the Book of Skelos over the course of the scenario.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Life Potion x2, Explosive Orb x2, Yuetshi Knife.

EVENT

Wicked Incantation: Perform the following actions in order:

1. Add 1 Hyena and 1 Bossonian Archer to each reinforcement area .
2. Randomly draw one of the facedown Activation tokens placed near the Book of Skelos during setup. The corresponding monster (see Petrified Monsters) is freed and can now activate and be attacked. Activate this monster and add its Activation token to the Fatigue zone in the Book of Skelos. Once all three monsters are freed, ignore this step and instead activate Skuthus.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Yuetshi Knife: When a Hero attacks Khosatral Khel with the Yuetshi Knife, Khosatral Khel's Armor value becomes 3 for that attack.

Skuthus: Has the spell Set's Bite. When Skuthus activates, either by the Event or his standard activation, he performs the following actions in order:

1. Move towards the Target Hero.
2. Attack Target Hero (if possible).
3. Cast Set's Bite on Target Hero (if possible).

Mystical Protection: Skuthus cannot be wounded until the Dark Demon, Outer Dark Demon, Khosatral Khel, and the Giant Snake have been killed.

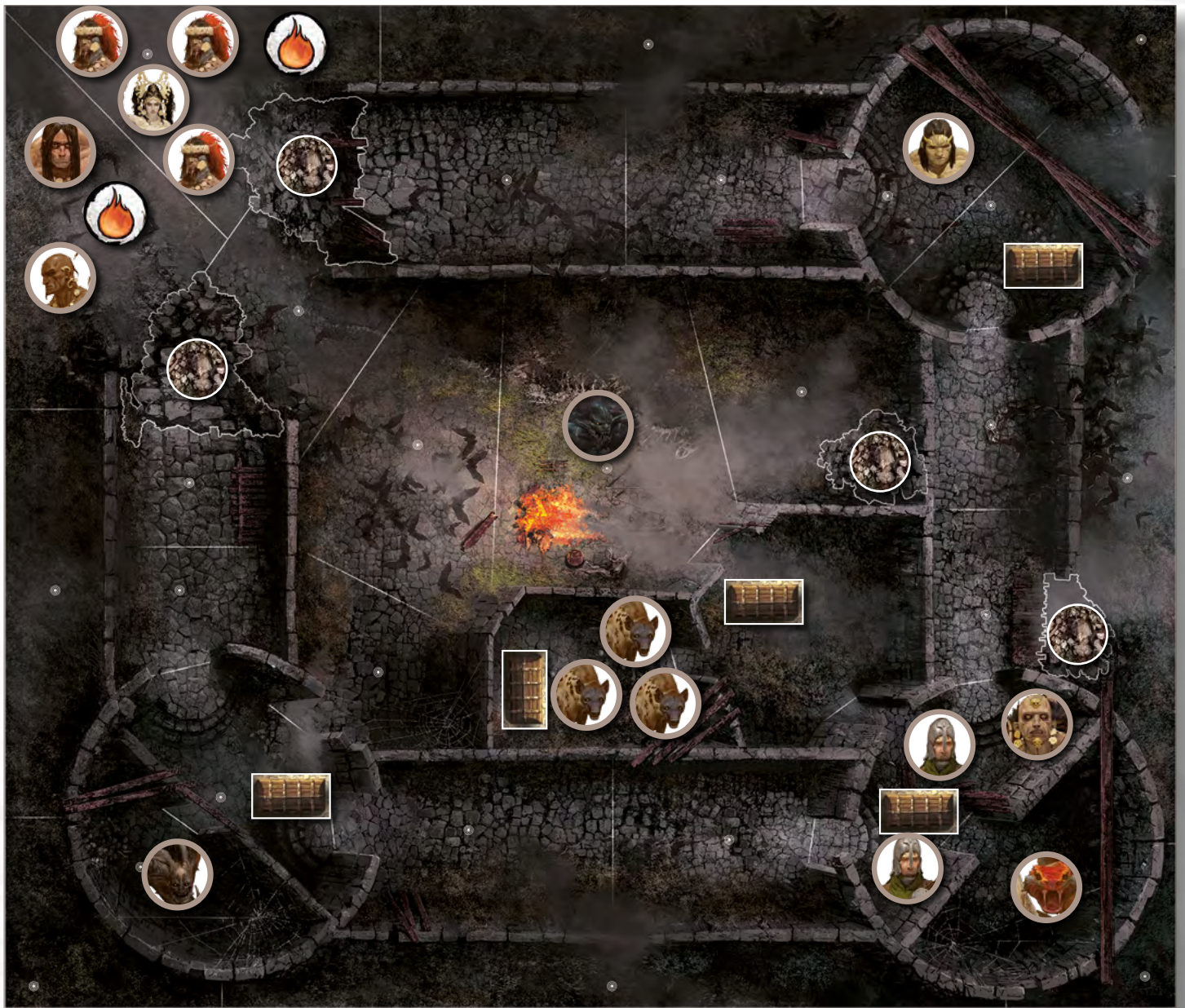
Might Seeks Might: The Dark Demon, Giant Snake, Outer Dark Demon, and Khosatral Khel target the Strongest Hero.

Petrified Monsters: The Outer Dark Demon, Giant Serpent, and Khosatral Khel are petrified and cannot activate or be attacked until they are freed via the Event tile.

OPTIONS

Four Player Mode

- Sorcerer: Hadrathus (Parrying Dagger, and 3 spells: Mitra's Healing, Set's Halo, Teleportation), starts in the same area as Conan and Shevatas. He does not start with Set's Halo cast.
- **Reminder:** The Overlord activates four times per turn.



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(5 Max)

(5 Max)



Hard Mode:
Choose one
of these tiles
to substitute.

David Bertol / Ken Meyzi



The province of Conajohara is being sacked. United clans of Picts have crossed the Black River in massive numbers, intent on slaughtering Aquilonian settlers and annihilating Fort Tuscelan. At the head of the invading forces is the shaman Zogar Sag.

Conan and his band of scouts travel the border ceaselessly, saving all who can still be saved. In the vast swamps at the southern edge of the province, they arrive at a village

as panicked settlers flee before the Pict advance. Only a courageous priestess of Mitra has remained to slow the savage warriors and prevent the coming massacre.

Conan and his allies set to building barricades and the priestess begins a magical ritual using the six relics of her village. If she can complete the invocation, it should slow Zogar Sag's troops and buy the fleeing settlers the time they need to survive.

OBJECTIVE

If the Invocation token  reaches space 0 or if the Priestess of Mitra survives until the end of turn 12, the ritual is complete; the Heroes win the game.

SETUP

The game starts with the Overlord's turn.

- Warrior: Conan (Battle Axe, Shield, Leather Armor)
- Rogue: Shevatas (Bossonian Bow, Sword)
- Sorcerer: Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.

During setup, place the Invocation token  on space 10 of the Turn track.

Place Activation token  face up in the Fatigue zone of the Book of Skelos. This will be refreshed with the other Activation tokens after Activation tokens 1 through 5 have activated.

 After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

EVENT

When the Event tile is activated, resolve each of the following events in order:

1. **Pict Hordes:** Reinforce all dead Pict Warriors to the board in reinforcement areas  as evenly as possible. Then do the same with all red Pict Hunters, followed by all colorless Pict Hunters. Players may choose in which reinforcement area to place any remainder miniatures.
2. **Bestial Haste:** Pict Warriors and red Pict Hunters that were returned to the board by the previous Pict Hordes event gain 2 movement points they must immediately spend.
3. **Incantation:** Roll  (no rerolls allowed) for each Relic on the board. For each success shown on a die, move the Invocation token  1 space toward space 0 on the Turn track.

SPECIAL RULES

Game Board Rules: Standard game board rules apply except Overlord units do not spend 1 extra movement point to move across a hut flap.

Relic: If an Overlord unit enters an area with a Relic, represented by the  token, remove the Relic from the board.

Barricades: Barricades block line of sight. A unit cannot move across a Barricade, but can attack it as though it were an enemy unit. Each Barricade starts with 12 life points. Use the respective  tokens to track their life points. When a Barricade has 0 life points, remove it from the board.

Priestess of Mitra: She is represented by the Princess miniature. The Priestess cannot move, be carried, or be attacked. At the beginning of the Overlord's turn, if any Overlord unit is in an area with the Priestess, she is killed.

Picts: Overlord units attack the closest Barricade. When the closest Barricade is removed, they will then attempt to reach their objectives described below.

Pict Warriors: Pict Warriors target the Strongest Hero.

Zogar Sag & red Pict Hunters: Zogar Sag and the red Pict Hunters are trying to destroy the Relics. They spend ALL movement points trying to reach the closest area with a Relic. When moving, they will avoid hindering if possible while still following the shortest path. They will only attack a Hero if they end their movement in the area with a Hero.

When no Relics remain, Zogar Sag targets the Strongest Hero and the red Pict Hunters follow standard targeting rules.

Colorless Pict Hunters: The colorless Pict Hunters target the Priestess of Mitra. They spend ALL movement points trying to reach her. When moving, they will avoid hindering if possible while still following the shortest path. They will only attack a Hero if they end their movement in the area with a Hero.

OPTIONS

Four Player Mode

- **Sellsword:** Bêlit (Chain Mail, Ornamental Spear), commands 5 Bêlit's Guards. She starts in the same area as the other Heroes.
- **Supreme Leader:** When using the Leadership skill, Bêlit may spend 1 gem to activate all Bêlit's Guard units on the game board following the **Cunning Attackers** rule (see page 7) rather than 1 gem per unit.
- **Reminder:** The Overlord activates four times per turn.



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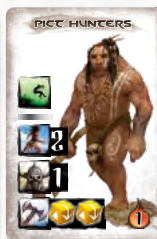
(5 Max)



10



(3 Max)



(12 Max)



Hard Mode:
Choose one set
of these tiles
to substitute.

Nicholas Marfeuil / Ken Meyri



While visiting the South of the kingdom, Princess Olivia, daughter of King Ophir, is set upon by Kothian soldiers. The detachment assigned to protect her is massacred. After reaping a bloody harvest, even Conan succumbs to the overwhelming numbers and the fury of a strange man-ape.

Now Conan and Olivia are prisoners of Captain Arbanus, right hand of King Strabonus of Koth. In his quest to control the gold mines which feed King Ophir's wealth, Strabonus has turned to kidnapping and extortion over

costly military action. Conan paces in his cell like a caged lion. His incandescent blue eyes search for any means of escape, and he rages at his failure to protect the princess.

The Kothians have fallen back to an old fortification on the border of the two kingdoms. As they take defensive positions and install deadly machines of war, the Cimmerian's brothers-in-arms mount a rescue mission. King Ophir's message is clear: his daughter must not fall into Strabonus' hands alive.

OBJECTIVE

If a Hero has fled the fort with Olivia before the end of turn 8, the Heroes win the game. If Olivia dies, the Heroes immediately lose the game.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Shield, Leather Armor)
- Rogue: Shevatas (Sword, Throwing Knives)
- Sorcerer: Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The Asset deck contains: Life Potion x2, Explosive Orb x2, Chainmail, Crossbow.

EVENT

When the Event tile is activated, resolve each of the following events in order:

1. **Garrison:** Add 1 Hyena and 1 Bossonian Guard to each reinforcement area . If there aren't enough for each area, players choose. Then add 1 Bossonian Archer to the area with the Stairs token .
2. **Rocks Fall:** Select the area with the Strongest Hero and roll  (rerolls allowed). Each Hero (including Olivia) in that area suffers unavoidable damage equal to the number of successes rolled. Overlord units do not take damage.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Olivia: She is represented by the Princess miniature. Olivia is unconscious, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero takes the  token and places it next to their Hero sheet. Olivia has one life point and no Armor. She dies if she suffers any damage.

Jailor: The Captain is Arbanus of Koth. When Arbanus dies, place the Key card in the area in which he died.

Olivia's Cell: The only way to open Olivia's cell door is for a Hero with the Key to perform a simple Manipulation.

Conan's Cell: The only way to open Conan's cell door is for a Hero to perform a complex Manipulation with a difficulty of 2, or to use the Wall Wrecker skill.



Doors: A unit (Hero or Overlord) other than a Hyena can move across a door (except Olivia's or Conan's cell doors) as though it were a border by spending 1 additional movement point. If they do, remove that door from the board. When determining a path to the Target Hero, Hyenas do not consider paths that pass through closed doors.

Critical Hit: If a Hyena rolls 2 successes during an attack, roll 1  and add the result to the attack power.

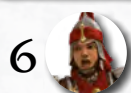
Thak: Thak targets the Strongest Hero.

Fleeing the Fort: A Hero can flee the fort from a reinforcement area by spending movement points as though crossing a border. Once a Hero has fled, they cannot return to the board. A Hero that has fled is not considered to be killed; they are still counted for the number of Activation tokens to be drawn.

OPTIONS

Four Player Mode

- **Sellsword:** Bêlit (Ornamental Spear, Tribal Shield), starts in the same area as Hadrathus.
- After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.
- **Reminder:** The Overlord activates four times per turn.



MUMMIES

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2



21



THE WRATH OF ANU

Two audacious thieves, a deserter from Gunderland and a Cimmerian Barbarian, have forged a reputation among the city-states of Corinth by stealing riches and plundering caravans on the Road of Kings.

A corrupted priest of Anu, playing both fence and police spy, has ratted out the pair of thieves. The Gunderman is quickly captured and hanged. Conan, in his youthful impetuosity, avenges his associate's death by looting the temple of Anu and eviscerating the priest responsible.

During his escape, Conan falls victim to "Anu's Wrath," a powerful spell that torments the Cimmerian with terrible hallucinations. He has only a short time to find the priest responsible and break the curse.

During a religious procession, Conan gets his chance: the priests of Anu, their escort of soldiers, and the strange man-ape they parade along the way make a stop at an inn.

OBJECTIVE

To win the game, Conan must exit the Inn by reaching a street area with the curse broken before the end of turn 12. If Conan dies or exits the Inn without the curse being broken, the player loses.

SETUP

The game starts with the Hero's turn.

- **Warrior:** Conan (Sword, Leather Armor)

Set the Thak miniature and Activation token  to the side. They will be added during the course of the scenario.

Randomly place the 5 Treasure tokens below facedown on the game board to represent the priests and the high priest.



x4
Priests



x1
High Priest



After setup, Conan moves 0 gems from his Reserve zone to his Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The Asset deck contains: Life Potion x3, Explosive Orb x2, Empty Chest.

EVENT

When the Event tile is activated, resolve one of these events based on the number of priests that have been removed from the board:

- **0-1 Priests:** Add 1 colorless Bossonian Guard to each reinforcement area .
- **2 Priests:** Add 1 colorless Bossonian Guard to the reinforcement area  outside the inn. All colorless Bossonian Guards gain 2 movement points they must immediately spend.
- **3 Priests: "Unleashed"** Add Activation token 5 to the Reserve zone of the Book of Skelos and place Thak in the area indicated by the setup diagram. If the "Unleashed" event has already occurred, this activation is wasted.

- **4+ Priests:** Add 1 colorless Bossonian Guard to the reinforcement area  outside the inn. All colorless Bossonian Guards gain 2 movement points they must immediately spend.

SPECIAL RULES

Game Board Rules: Standard game board rules apply, including the Bar areas rule.

Angry Overlord: The Overlord activates twice every turn.

Interrogation: If Conan is in an area with a priest, he can move 1 gem from his Reserve zone to his Melee Attack space to roll  (no rerolls allowed). This roll is not affected by hindering. Resolve one of the following effects based on the number of successes shown on the die:

- 0: The priest resists interrogation; no effect.
- 1-2: The priest talks; flip the token. If it is the high priest, the curse is broken. Remove the priest's token from the board.
- 3: The priest dies before talking; do not flip the token. Set it aside and only flip it over when Conan leaves the Inn.

Furious Overlord: If the first or second interrogated priest is revealed to be the high priest, immediately resolve the "Unleashed" event. From now on, the Overlord activates three times every turn.

Thak's Fury: At the start of turn 8, resolve the "Unleashed" event. If Conan enters Thak's area before the "Unleashed" event has been resolved, immediately resolve it when Conan enters the area.



1 2 3 4 5



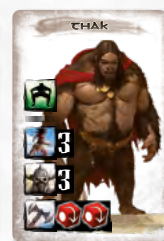
(2 Max)



(2 Max)



(10 Max)



10



Hard Mode:
Choose one
of these tiles
to substitute.



David Berthel / Ken Meyzi

Smelling a trap during a meeting with pirates from the Baracha islands, Conan flees Tortage, joining Captain Zaporavo and the crew of the Vandal. Soon, his personality and sailing prowess make him popular with the crew, and his leadership gains him the attention of Sancha, the Zingaran mercenary's favorite.

Zaporavo remains wary of the Cimmerian, who he now sees as a rival. But the time is not right to settle scores as the sails of an Argosian merchant vessel appear on

the horizon. The Vandal's crew sets upon its prey, and the merchant ship offers little resistance. With the captured vessel intact, Zaporavo sets sail to the nearest Zingaran port, hoping to profit as much from the ship itself as from its cargo.

Aboard the Argosian ship and flanked by crew members loyal to him, Conan seizes the opportunity and incites a mutiny, hoping to take the ship and strike the Vandal while it is weakened.

OBJECTIVE

To win the game, the Heroes must accomplish these objectives in order:

1. Their ship must catch up with the Vandal as indicated by the Invocation token  reaching 6.
2. Kill Zaporavo.
3. Sink the Vandal, as indicated by the Alarm token  reaching 8.

SETUP

This scenario starts on the ship marked ①. No unit can leave this ship until it catches the Vandal, at which point the entire game board is available. The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Leather Armor)
- Rogue: Shevatas (Parrying Dagger, Throwing Knives, Leather Armor)

Place the Invocation token  and the Alarm token  on space 0 of the Turn track.

Do not place any units on the Vandal during the initial setup. Set Activation token ⑥ to the side. This will be added during the course of the scenario.

 After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Life Potion x2, Explosive Orb, Crossbow.

EVENT

When the Event tile is activated, resolve each of the following events in order:

1. **Reinforcements:** 1 green Pirate, 1 blue Pirate, and 1 Bossonian Archer to the reinforcement area  on ship ①. Repeat this for the Vandal if the Heroes' ship has caught the Vandal.
2. **Turncoats:** Roll  (no rerolls allowed). For each success shown on the die, remove a red mutineering Pirate from the board. Replace it with a green or blue Pirate from off the board (if possible).
3. **Sailing:** Reduce the  or  token (whichever is in play) by 1, if possible.

SPECIAL RULES

Game Board Rules: Standard game board rules apply. Anyone entering the water is eaten by sharks and dies.

Leap: If a unit (Hero or Overlord) fails to leap, they remain in their area. Overlord units prioritize leaping over an area with the lowest leap difficulty unless leaping over a higher leap difficulty area is the only way to reach their Target Hero or Alternate Target Hero.

Duelists: Captain and Zaporavo target the Strongest Hero.

Mutineering Pirates: Red Pirates are mutineering Pirates, Heroes' Allies. They cannot be activated using Leadership. Once per Heroes' turn, the Heroes can activate all the Pirates of the red Pirates tile, for free. They are activated in the same way as Overlord units (Movement & Attack), except that Heroes cannot use benefits.



(5 Max)

With me!: At the start of the Heroes' turn, roll  (no rerolls allowed). For each success shown on the die, add 1 red mutineering Pirate to Conan's area. If the result is blank, reduce the  token by 1 (if possible). **Note:** Once the Heroes catch the Vandal (see special rule **Catch the Vandal**), this special rule no longer applies.

Endless Pirates: When a Pirate Activation token is drawn, reinforce 1 Pirate of that color before activating the tile. **Note:** Once the Heroes catch the Vandal (see special rule **Catch the Vandal**), this special rule no longer applies.

Catch the Vandal: A Hero in an area marked ② can perform a simple Manipulation to increase the  token by 1 if there are more Heroes and Allies than enemies in that area. Each Hero can only do this once per turn, and not in the same area. Once the Turn marker reaches 6, remove the  token and perform the following actions in order:

1. Add Activation token ⑥ to the Reserve zone of the Book of Skelos and place Zaporavo as indicated on the setup diagram.
2. Place two Bossonian Archers on the Vandal as indicated on the setup diagram (if possible).
3. Evenly distribute all green Pirates and all blue Pirates that are not currently on the game board in the areas marked ④.

Ballista Fire: A Hero in an area marked ③ can perform a simple Manipulation to fire a ballista if there are more Heroes and Allies than enemies in that area. Roll  (no rerolls allowed). Increase the Alarm token  by 1 for each success shown on the die. Each ballista can only be fired once per Heroes' turn. If Zaporavo is on the Vandal when it sinks, he is eaten by sharks and dies.



(5 Max)



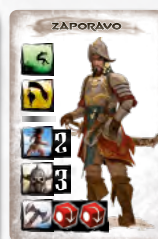
(5 Max)



(5 Max)



8



10



Philippe Velle / Ken Meyri

Laughs and shouts ring out as ale-filled mugs are banged together. Conan and his companions celebrate, spending the remainder of the pay from their time in the army of Ophir's kingdom.

They sit in the Rat's Inn in Corinth. The city-state is ruled by Prince Murilo, whom Conan has helped in the past by eliminating a powerful rival, the red priest Nabonidus. In response to a message from the prince, Conan has arranged

an unofficial meeting with Murilo at the inn. Unbeknownst to Conan and the others, the meeting is a trap. Powerful nobles, intent on overthrowing Murilo, drug the drinks and imprison the Cimmerian and his companions in lower rooms of the inn.

The conspirators are aided by Jenna, a harlot close to Nabonidus who was humiliated by Conan. She goes to free the red priest's creature, Thak, who has been held captive since his previous confrontation with Conan and burns with a desire for vengeance.

OBJECTIVE

To win the game, all three Heroes must be alive and escape the Inn before the end of turn 8.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan
- Rogue: Shevatas
- Sorcerer: Hadrathus (3 spells: Mitra's Healing, Set's Possession, Mind Control)

Shuffle the following cards to make a Search Deck: Buckler, Kris, Ornamental Spear, Parrying Dagger, Pictish Fetish, Shield, Stygian Artifact, Sword, Xuthal's Crown x2.

Set the Thak miniature and Activation token  to the side. They will be added during the course of the scenario.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Life Potion x2, Explosive Orb x2.

EVENT

Reinforcements: Reinforce 1 red Bossonian Guard, 1 blue Bossonian Guard, and 1 Bossonian Archer in the reinforcement area . Then activate all newly placed units. Then roll 1  (no rerolls allowed) for each laid down miniature. If the combined result is 2 or more, the alarm is raised (see the **Alarm!** special rule).

SPECIAL RULES

Game Board Rules: Standard game board rules apply, including the Bar areas rule.

Doors: Heroes may never move through a door with a red border, but Overlord units can pass through them without removing them. The other door requires a complex Manipulation with a difficulty of 5 to open.

Recovering Equipment: A Hero can search a room with a  token by performing a simple Manipulation.

Draw a card from the Search Deck and remove the token from the board. Many of these items are useless, but some contain usable weapons.

Hidden in the shadows: The Overlord activates 1 fewer tile than normal during its turn until the alarm is raised.

When a minion (Bossonian Guard or Archer) dies, lay their miniature down in its area instead of removing it from the board. A Hero in the area can perform a simple Manipulation to remove it from the board if there are no living enemy units in the area.

Alarm!: The alarm is raised if any of the following occurs:

- A unit uses Wall Wrecker or an Explosive Orb.
- During the Event, a combined result of 2 is rolled.
- At the end of turn 4.

When the alarm is raised, remove all dead minion miniatures from the board, reinforce all dead units, add Thak to the reinforcement area , add Activation token  to the Reserve zone on the Book of Skelos, and activate all newly placed units. The **Hidden in the Shadows** special rule no longer applies.

Bossonian Archers: Target the Strongest Hero.

Thak: Targets the Strongest Hero. He cannot be affected by the Mind Control spell.

Breakout: When a Hero opens the last chest, they also take the Tools card. A Hero with Tools in an area with a window can perform a complex Manipulation with a difficulty of 3. If the Hero succeeds, that area becomes an exit. Discard the Tools card. A Hero in an exit area can escape by spending movement points as though crossing a border. Once a Hero has fled, they cannot return to the board.



A Hero that has fled is not considered to be killed; they are still counted for the number of Activation tokens to be drawn.

OPTIONS

Four Player Mode

- **Sellsword:** Bêlit, starts in the same area as the Heroes.
- After setup, each Hero moves 6 gems from their Reserve zone to their Fatigue zone.
- **Reminder:** The Overlord activates four times per turn.



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(5 Max)



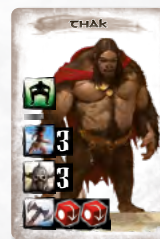
(5 Max)



(3 Max)



3



6

Hard Mode:
Choose one
of these tiles
to substitute.



Philippe Velle / Ken Meyzi

The situation is dire. The Aquilonian province of Conajohara is on the brink of collapse, drowned under the assault of the unified Pict tribes led by Zogar Sag. For days, Conan and his band of scouts have prowled the Black River, fighting fiercely to protect the settlers fleeing the destruction.

Reaching a small village, the scouts find the population slaughtered. On some corpses, the skin is shriveled and blackened, while other bodies have been mutilated by some terrible beast. "This is the work of Zogar Sag," Conan grunts. "He commands wild beasts, and I have seen others fall victim to the black death of the swamps

before." They head back toward the river.

At dusk, they come upon another village. It remains intact, though deserted. Exhausted, the scouts turn in for the night, though Conan issues a warning: "Rest assured that the Picts will soon arrive to wipe this place from the map. Rest while you can, for tomorrow we make them pay for their crimes!"

When the red dawn rises, even Conan has slipped into slumber. Civilization has not dulled his instinct, however, and he is awake before the first Pict manages to slip into the village.

OBJECTIVE

To win the game, the Heroes must have more points than the Overlord when the game ends at the end of turn 8.

SETUP

The game starts with the Overlord's turn.

- Warrior: Conan (Chain Mail)
- Rogue: Shevatas (Leather Armor)
- Sellsword: Valeria (Leather Armor)

Shuffle Objective cards A, B, C, D, E, 2 Sacred Treasures, and 1 Idol of Yag-Kosha. Randomly place 1 card facedown in each hut area.

Then shuffle 1 Conan's Sword, 2 Life Potions, 1 Parrying Dagger, 1 Pirate Saber, 1 Sword, 1 Turanian Sword, and 1 Two-Handed Sword and randomly place 1 card facedown in each hut area (2 cards total in each hut area).

Place the Alarm token  on 0 of the Turn track if a Hero draws Objective E. Move this up by 1 each time that Hero defeats an enemy after drawing Objective E.

 After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.

EVENT

Pict Hordes: Reinforce 1 Pict Warrior in each reinforcement area . If there are not enough Pict Warriors, players may choose. Then do the same with Pict Hunters. Then do the same with Hyenas.

SPECIAL RULES

Game Board Rules: Standard game board rules apply except Heroes and Overlord units do not spend 1 extra movement point to move across a hut flap.

Zogar Sag: Zogar Sag targets the Strongest Hero.

Search: A Hero in a hut can perform a complex Manipulation with a difficulty of 1 to search the hut and flip both facedown cards in the area. The Hero may pick up Asset cards for free. If one of the cards is an Objective card, it becomes that Hero's objective. That Hero must be the one to complete the objective to earn the points for that objective.

Each Hero can only have one objective. If a Hero flips a second Objective card, it is removed from the game.

Burn Everything: At the start of their activation, if Zogar Sag or Pict Warrior units have no Heroes in their area, they will attempt to light adjacent hut areas on fire before performing their activation.

For each adjacent hut area, roll 1  (no rerolls allowed) and add a Flame token  showing a value equal to the result. An area cannot have more than 3 Flames. When a third Flame is added to a hut area, discard all facedown cards in that area without revealing them. Units cannot enter an area with 3 Flames in it.

At the beginning of the Heroes' turn, all Heroes in a burning hut area suffer  (no rerolls allowed) unavoidable damage for each Flame in that area (i.e. 1, 2 or 3 dice).

Fleeing the Village: A Hero can flee the village from an area at the edge of the board by spending movement points as though crossing a border. Once a Hero has fled, they cannot return to the board. A Hero that has fled is not considered to be killed; they are still counted for the number of Activation tokens to be drawn.

Rampaging Horde: If Pict Warriors and/or Zogar Sag activate and there are no living Heroes on the game board, they will move to an area where they are adjacent to the most hut areas that do not have 3 Flames on them.

Scoring

Overlord Scoring: The Overlord scores 1 point for each Flame on the board.

Hero Scoring: Heroes score according to the below Objectives:

-  **A** The Heroes score 5 points if this Hero lands the killing blow on Zogar Sag after drawing this Objective.
-  **B** The Heroes score 5 points if this Hero fled from the upper-leftmost road area with the Idol of Yag-Kosha.
-  **C** The Heroes score 5 points if this Hero suffers no flame damage after drawing this Objective and is alive on the game board at the end of the game.
-  **D** The Heroes score 5 points if this Hero fled with both Sacred Treasures.
-  **E** The Heroes score 5 points if this Hero defeats at least 10 enemies after drawing this Objective.



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(8 Max)



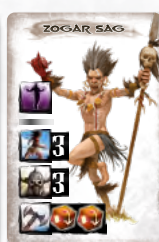
(5 Max)



(5 Max)



8



Hard Mode:
Choose one
of these tiles
to substitute.



Laurent Pouchain / Ken Meyzi

The rumor spreads quickly amongst the thieves of Asgalun: The Vandal has made port in Pelishtim and its captain, Zaporavo, has found a copy of the texts of Vathelos the Blind. Legends tell that the texts contain secrets to opening the doors to the shimmering dome that looms above the ancient ruins of Kuthchemes in the vast deserts of south-western Shem.

"The promise of fabulous treasure for whomever has the courage to claim the text," recites Shevatas, king of the thieves of Zamora. The words echo in Conan's ears as

the two men meet at the inn where Zaporavo is staying. Their plan is simple: wait until nightfall, find where the texts are hidden, and claim the texts and the treasure for themselves.

Celebration fills the air as the crew of The Vandal crowds the inn, spending loot on alcohol and women. But the crewmen are soon joined by Shemite soldiers, whom Zaporavo has paid off to watch his back.

When Zaporavo realizes the identity of the pair of newcomers, the inn turns into a death trap.

OBJECTIVE

To win the game, Conan must flee the Inn with the Spellbook before the end of turn 8.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Conan's Sword, Leather Armor)
- Rogue: Shevatas (Kris, Leather Armor, Throwing Knives)



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Key, Life Potion x2, Stygian Artifact, Tools.

EVENT

Reinforcements: Reinforce 1 Bossonian Guard, 1 Pirate, and 1 Bossonian Archer in the reinforcement area .

SPECIAL RULES

This scenario works differently than most Solo/coop scenarios. Activation tokens are not used to activate units. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

Overlord Turn Sequence

1. Advance the Turn marker.
2. Activate all tiles in the order in which they are listed in the River from left to right.

Game Board Rules: Standard game board rules apply, including the Bar and Tables rule, as well as the Bar Stools rule. Overlord units will always use the Bar Stools rule, if possible.

Red Chest: This chest is mystically sealed. A Hero with the Key, Tools, and Stygian Artifact in the area with the red chest can perform a simple Manipulation to open the chest. The chest cannot otherwise be opened or moved. When a Hero opens the chest, the Hero takes the Spellbook instead of a card from the Asset deck.

Dread Pirates: If Pirates cannot reach any Hero to attack, they will instead move towards the closest Hero.

Stationary Guards: The Bossonian Guards and the Captain target the closest Hero on the ground floor. If no Hero is on the ground floor, they do not activate.

Mano a Mano: Zaporavo targets the Strongest Hero. If he cannot reach any Hero, he will instead move towards the closest Hero.

Fleeing the Inn: Conan can flee the Inn from one of the two street areas by spending movement points as though crossing a border. Once he has fled, he cannot return to the board.



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(4 Max)



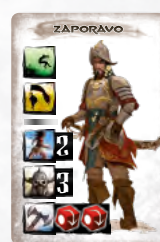
(4 Max)



(4 Max)



3



5

Hard Mode:
Choose one
of these tiles
to substitute.



Adhane Badi / Ken Meyzi

The hunt nears its end; on the limits of the kingdom of Nemedra, Conan picks up the trail of Skuthus, the sorcerer he has pursued relentlessly since Numalia.

Hailing from Stygia, the fearsome necromancer has failed in his attempt to eliminate Kalanthes, a priest of Ibis devoted to fighting the cult of the archdemon Set. Skuthus underestimated the tenacity of the mercenaries tasked with protecting the priest. Kalanthes, wounded but alive, remains in Numalia.

Taking refuge in the remains of a village he has eradicated

using black magic, Skuthus focuses on rebuilding his forces to face his pursuers. He cannot disappoint his mentor a second time, as Thoth-Amon, High Priest of Set, is counting on him to terminate Kalanthes, his mortal enemy.

As the door bursts off its hinges under the weight of the Cimmerian's blow, the sorcerer begins a strange, guttural chant. As the air begins to buzz around him, he laughs cruelly, confident that soon nothing will stand between him and Kalanthes.

OBJECTIVE

To win the game, the Heroes must kill Skuthus before the end of turn 8.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Buckler, Leather Armor)
- Rogue: Shevatas (Kris, Throwing Knives)
- Sorcerer: Hadrathus (Dagger, and 3 spells: Lightning Storm, Mitra's Halo, Teleportation). He does not start with Mitra's Halo cast.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The Asset deck contains: Life Potion x2, Javelin x2, Chain Mail, Crossbow, Shield, Sword.

EVENT

Reinforcements: Reinforce 1 colorless Mummy in each reinforcement area . If there are not enough available for all 3 locations, the players may distribute them as evenly as possible in the reinforcement areas that benefit them the most. Then do the same for the Skeletons. Finally, reinforce 1 blue Mummy in the area with Skuthus.

SPECIAL RULES

Game Board Rules: Standard game board rules apply, including the Bar areas rule.

Slippery Sorcerer: Skuthus does not activate. He has the spells Set's Halo and Pestilential Swarm. Skuthus casts Pestilential Swarm every time a Hero enters his area.

Set's Halo is always active. In addition to its normal effect, Set's Halo gives Skuthus a protective shield that prevents him from taking more than 2 damage from any attack.

Whenever Skuthus suffers damage, he teleports to another room. Determine which room by performing the following steps:

1. Determine the floor where Skuthus will teleport.

Skuthus will teleport to the floor with the fewest number of Heroes. If it's a tie, he teleports to the floor he is not currently on. Consider stair areas as upstairs for this determination.

2. Determine the room where Skuthus will teleport.

Roll  (no rerolls allowed). Skuthus teleports to the room number that matches the result. Skuthus cannot remain in the same room, repeat step 2 if this would occur.

3. Summon a protector.

Teleport the blue Mummy closest to Skuthus into the room with him. Ignore obstacles and elevation levels when determining the closest Mummy. If there are none on the game board, reinforce one in the reinforcement area closest to Skuthus and then move it to the room with Skuthus.

The Shambling Dead: Unless their Target Hero is on the bar, Mummies and Skeletons will not move up onto the bar. They will walk around.

Dark Demon: The Dark Demon targets the Strongest Hero.

Doors: The door with the red border requires a complex Manipulation with a difficulty of 5 to open. The other doors require a complex Manipulation with a difficulty of 2 or Wall Wrecker to open. Overlord units can move through the other doors as if they were a border. If they do, remove the door from the game board.

OPTIONS

Four Player Mode

- Sellsword: Bêlit (Ornamental Spear, Tribal Shield), starts in the same area as the Heroes.
- After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.
- **Reminder:** The Overlord activates four times per turn.



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8



(5 Max)



(10 Max)



(5 Max)



6



Hard Mode:
Choose
this tile to
substitute.



Frédéric Henry / Ken Meyri

Relentlessly pursued and having finally reached the Black Kingdom of Kush, the survivors of the felon prince Almuric's army are finally annihilated in the northern desert when the jaws of the Stygian and Kushite warriors close on them.

Conan the Cimmerian, the master thief Shevatas, and the fearsome warrior Valeria are the only survivors of the massacre. They are forced to flee through the hostile stretches of the southern end of the desert. Harried by hunger, thirst, and the cruel heat of the sun, they discover

amidst the burning sands a fortification forgotten by time.

Standing with the members of the garrison seemingly lifeless at her feet, a beautiful but enigmatic young woman greets the weary travelers, introducing herself as Thalís. This fort, she explains, is an outpost of the vast city of Xuthal.

Thalís lavishes attention upon Conan, who obstinately refuses her advances. Seeing a rival in Valeria, she captures the warrior, planning to offer her as a sacrifice to Thog, the city's god.

OBJECTIVE

To win the game, Valeria must be alive and the Energy token must be on 10 or lower on the Turn track at the end of turn 8. If Valeria dies, or the Energy token ever reaches 15, the Heroes immediately lose.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Chainmail)
- Rogue: Shevatas (Leather Armor, Pirate Sword, Throwing Knives)
- Sellsword: Valeria (Leather Armor, Parrying Dagger)



After setup, Valeria moves 4 gems from her Reserve zone to her Fatigue zone. Conan and Shevatas do not move any gems.

Place the Energy token  on 0 on the Turn track.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Xuthal's Crown x2, Life Potion x2, Explosive Orb x2, Crossbow.

EVENT

When the Event tile is activated, resolve each of the following events in order:

1. Reinforce 1 red, 1 purple, and 1 green Bossonian Guard to the reinforcement area  as well as 1 Bossonian Archer.
2. Then activate Thog.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Thalís: When Thalís performs a Melee Attack, she attacks with her Stygian Scepter, rolling the extra die indicated on the Stygian Scepter's Melee Attack bonus. If Thalís dies, she drops the Stygian Scepter in her area.



Black Lotus: After setup, lay each Bossonian Guard, Archer, and the Captain miniature down in their area. Heroes cannot perform Melee or Ranged attacks on these units and these units do not count for hindering. When the Overlord activates a tile, all units from that tile stand up. At the end of the Heroes' turn, lay down all Bossonian Guards, Archers, and the Captain.

Call of the Void: If Bossonian Guards or Bossonian Archers cannot attack a Hero during their activation, they will instead move towards Thog.

Captain: The Captain targets the Strongest Hero.

Xuthal's Crown: When a Hero opens a chest and finds a Xuthal's Crown, increase the  by 1 on the Turn track. A Hero carrying a Xuthal's Crown is immune to the effects of Horror.

Doors: Doors require a complex Manipulation with a difficulty of 2 to pick the lock or an attack with 5 or more damage to destroy. If opened or destroyed, remove the door from the board. Thalís, Bossonian Guards, and the Captain can move through a door as if it were a border without removing it.

Thog: Thog activates every turn at the beginning of the Overlord's turn. This does not count towards the number of Overlord activations.

Once per activation, if at any point during its activation Thog is in the same area as one or more Bossonian Guards or Archers, Thog will devour one; remove that unit's miniature from the board and increase the  by 1 on the Turn track. If there are multiple units in the area to choose from, select the one with the lowest Activation token number.

Thog targets the closest Hero. If there is a tie, follow standard targeting priorities. When moving, Thog will prioritize a path passing through an area with a Bossonian Guard or Archer.

When Thog attacks a Hero, instead of inflicting damage to the Hero, increase the  on the Turn track a number of spaces equal to the damage the Hero would have suffered.

Thog is immortal and cannot be killed. If a Hero attacks him and would inflict 2 or more damage with a single attack, decrease the  by 1.



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(5 Max)



(5 Max)



(5 Max)



(5 Max)



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Note: This scenario uses the Thog tile with the **Intangible** skill, it allows Thog to move through any obstacle (wall, door, etc.) by spending movement points as though crossing a border, regardless of hindering, the Blocking skill, or elevation levels..

Hard Mode:
Choose one of these tiles to substitute.



Pascal Bernard / Ken Meyzi



THE THING FROM THE SWAMP

The horrific din rising above the village occupied by the fearsome Pict warriors leaves no room for doubt; Conan and his group of volunteers who came from Fort Tuscelan have failed to arrive before the sacrifice.

Yselda, daughter of the governor of Velitrium, howls in terror. The prisoner, tied to a black pole, is surrounded by a mass of terrifying and gibbering silhouettes; before her, Zogar Sag is determined to demonstrate his power.

The sinister shaman trembles while chanting guttural

incantations to the rhythms of the warriors' ceaseless shouts. Strange bubbling starts on the surface of the swamp at the very moment Yselda falls unconscious, victim of a charm cast by Zogar Sag.

There is no time to plan, as Conan knows the powers of the priests of Jhebbal Sag and their ability to control all manner of beasts. But does he know that the most powerful of them can also call upon ancient, nightmarish creatures?

OBJECTIVE

To win the game, a Hero has to flee the village with Yselda after the charm is broken before the end of turn 12.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan (Battle Axe, Chain Mail, Shield)
- Rogue: Shevatas (Parrying Dagger, Throwing Knives, Leather Armor)
- Sorcerer: Hadrathus (Kris, and 4 spells: Bel's Caress, Mitra's Halo, Lightning Storm, Teleportation). He starts with Mitra's Halo cast.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The Asset deck contains: Crossbow, Explosive Orb, Life Potion x4, Spellbook, Two-Handed Sword.

EVENT

Event Tile 1

Reinforcements: Reinforce all dead Pict Hunters in reinforcement areas  as evenly as possible. Then do the same with all Hyenas. Players may choose in which reinforcement area to place any remainder miniatures.

Then shuffle all Activation tokens except this one and place them back in the Reserve.

Event Tile 2

Perform the following actions in order:

1. **Pending Awakening:** Increase the Turn track by 1.
2. **Destruction:** Place a Water token  in the area with the Strongest Hero. That area becomes a water area where all corresponding rules apply. Add a Tentacle miniature to this area, which immediately attacks that Hero.

SPECIAL RULES

Game Board Rules: Standard game board rules apply except Overlord units ignore the Water areas rule.

Spellbook: While carrying the Spellbook, Hadrathus gains the spell Mitra's Healing.

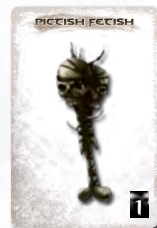
Animal Senses: Hyenas will not target a Hero with a Halo spell active.

Magical Charm: Yselda is represented by the Princess miniature. If a Hero takes the Pictish Fetish and Zogar Sag dies, the charm is broken. Yselda now counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. She cannot be attacked.

Zogar Sag: Targets the Strongest Hero. Zogar Sag cannot be wounded except by a Hero carrying the Pictish Fetish.

Tentacle: When the Tentacles Activation token is drawn, Tentacles that can reach a Hero activate before Tentacles that cannot reach a Hero. If a Tentacle cannot attack a Hero because a wall is an obstacle, destroy the wall instead of attacking. Place a Wall Wrecker  token to indicate this wall has been destroyed. Tentacles will not destroy walls unless this condition is met.

Pictish Fetish: When a Hero opens the last chest on the board, that Hero also takes the Pictish Fetish card.



Fleeing the Village: A Hero can flee the village from an area at the edge of the board by spending movement points as though crossing a border. Once a Hero has fled, they cannot return to the board. A Hero that has fled is not considered to be killed; they are still counted for the number of Activation tokens to be drawn.

OPTIONS

Four Player Mode

- **Sellsword:** Amboola (Sword, Leather Armor), starts in the same area as the Heroes.
- **Reminder:** The Overlord activates four times per turn.



(10 Max)



David Bertol / Ken Meyri



FACING THE SERPENT-SPECTER

A relentless hail of arrows flies from the forest to crash upon the palisade of Fort Tuscelan. Hordes of naked silhouettes, covered in ritual paints, surround the fort. The Black River swarms with their canoes.

Howling like wolves, hundreds of ferocious Picts surge from the edge of the wood and begin an assault on the gates and the ramparts, defended under torchlight by Aquilonian soldiers.

A group of warriors observes the scene from a distance. "Are we going to cut our way into the fort?" asks one of Conan's companions. The Cimmerian shakes his head and announces, with a serious tone: "The fort is done for, but we can still warn and save the settlers located between the fort and the Thunder River. The Picts, drunk

with blood, will swarm Eastward."

As the warriors run along the road leading to Velitrium, they reach the Scalp, a small river beyond which the first settlements can be found. But to their great surprise, the Picts have outpaced them, probably a small detachment unwilling to wait until the fort is taken and wanting to surprise the settlers in their beds to more easily massacre them.

Conan and his companions at arms rush to save the villagers at the same moment Zogar Sag, leading the warriors, let out a hideous cry. A few moments later, a legendary monster appears – a creature known to have disappeared long ago: the terrifying Serpent-Specter.

OBJECTIVE

To win the game, the Heroes must kill the Serpent-Specter and rescue 8 Villagers.

SETUP

The game starts with the Overlord's turn.

- Warrior: Conan (Battle Axe, Shield, Leather Armor)
- Rogue: Shevatas (Sword, Leather Armor, Throwing Knives)
- Sorcerer: Hadrathus (Parrying Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.

Place 13 tokens  on the board to represent Villagers.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.

EVENT

Reinforcements: Reinforce 1 Pict Hunter in each reinforcement area . If there are not enough available for all 3 locations, players may distribute them as evenly as possible in the reinforcement areas that benefit them the most. Then do the same for the Pict Archers.

SPECIAL RULES

Game Board Rules: Standard game board rules apply, except Overlord units ignore the Water areas rule. Note: the central water area is not considered adjacent to the boardwalk areas behind the stone outcrops.

Deep Water: Areas shaded in black in the setup diagram are considered deep water. Units (Heroes and Overlord) cannot enter a Deep Water area, but it does not block line of sight.

Villagers: A Villager cannot move, counts as an object with an Encumbrance value of 4, and can be picked up by a Hero by performing a simple Manipulation. Villagers have 1 life point and no Armor. They are ignored by all Overlord units except for the Giant Snake, and do not count towards hindering. If a Villager is in a reinforcement area  with a Hero, remove the token from the board.

The Serpent-Specter: The Serpent can attack and be attacked with a Melee Attack to/from an adjacent area in his line of sight.

When the Serpent-Specter activates, proceed as follows:

Place the Serpent-Specter (do not use movement points) in a water area without Heroes, that meets these criteria: is adjacent to an area with a Villager (#A) and no Heroes (#B), and in his line of sight (#C). Then attack the Villager.

- If #C cannot be met because a wall is blocking line of sight, destroy the wall instead of attacking the Villager.

Place a Wall Wrecker token  to indicate this wall has been destroyed.

- If #B cannot be met because all remaining Villagers are in the same area as a Hero, place the Serpent in a water area without Heroes that is adjacent to an area with a Villager and the Strongest Hero instead. Then attack that Hero.

- If #A cannot be met because no Villagers remain on the board, place the Serpent in a water area without Heroes that is adjacent to an area with the Strongest Hero instead. Then attack that Hero.

- If any of these criteria are tied, the players may choose.

At the start of the next Overlord's turn, remove the Serpent-Specter from the board.

OPTIONS

Four Player Mode

- Sellsword: Constantius (Turanian Sword, Zingaran Breastplate), starts in the same area as Hadrathus.
- The Giant Snake starts with 12 life points.
- **Reminder:** The Overlord activates four times per turn.



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(12 Max)



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(5 Max)



Hard Mode:
Choose
this tile to
substitute.

Jeremy Pinget / Ken Meyzi



THE SERPENT'S AWAKENING

A hurricane of steel thunders in the pass of Shamla. The army of the kingdom of Khoraja, led by Conan the Cimmerian mercenary, is standing facing a glistening ocean of bronze and gold ready to crash down into the Hyborian states.

Natohk, the powerful and mysterious sorcerer of the desert, whose face is always veiled, has gathered thirty nomad tribes and fifteen cities around him. A fearsome leader, he has led his murderous horde to victory from the wastes of the Shemite regions.

The battles have been raging since dawn. Wave after wave of enemy troops crashes on the narrow opening of the pass,

and the Khorajis counter-attack impetuously, galvanized by Conan's tactics and his fearsome personality.

The Veiled One, seeing his dreams of bring down the Western kingdoms fly out of his grasp, decides to use his sinister and powerful magic. He rushes into battle on his chariot, and manages to capture Conan as well as Princess Yasmela, regent of the kingdom of Khoraja.

Natohk flees to an ancient citadel in which he's established his headquarters. He has the firm intention of beheading the Cimmerian in honor of Set, the serpent-god of Stygia, and feasting on the princess' soul. But no cell can hold Conan for long.

OBJECTIVE

To win the game, the Heroes must kill Olgerd Vladislav, and a Hero must flee the citadel with Yasmela through a real secret passage before the end of turn 12.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan Warlord
- Sellsword: Valeria (Pirate Saber, Sword, Leather Armor)
- Rogue: Shevatas (Parrying Dagger, Zingaran Bow, Leather Armor)

Randomly place 4 Stairs tokens facedown as indicated by the setup diagram to indicate secret passages.



After setup, Conan Warlord moves 5 gems from his Reserve to his Fatigue zone. Valeria and Shevatas move 3 gems from their Reserve to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 1 to open. The Asset deck contains: Life Potion x3, Pictish Drink x2, Shield, Chain Mail.

EVENT

Perform both of these actions in order:

1. **Reinforcements:** Roll (no rerolls allowed) to determine how many Hyenas are reinforced. Place them as evenly as possible in the reinforcement areas . Repeat this process for the Bossonian Guards, and then for the Bossonian Archers.
2. **Curse of Set:** If a Hero is carrying Yasmela, she attacks that Hero with (no rerolls allowed). The Hero can only dodge the attack. If the attack power is greater than the defense power, the Hero suffers damage equal to the difference.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Infiltration: At the start of the first turn, place Valeria and Shevatas in any area of the player's choice except the cells with Conan and Yasmela.

Olgerd Vladislav: Targets the closest Hero. If tied, he targets the Hero with the most gems in their Fatigue zone.

Drunkard Captain: A Hero in an area with the Captain can perform a simple Manipulation and discard a Pictish Drink to convince him into revealing information about the citadel. The first time a Hero does this, choose and flip a Stairs token to reveal if it is a real secret passage . The second time a Hero does this, flip two Stairs tokens. This is the only way to flip these tokens.

If the Drunkard Captain dies before revealing a , the Heroes immediately lose the game.

Secret Passages: A Hero in an area with a can flee with Yasmela by spending movement points as though the Hero were crossing a border.

Cursed Princess: Yasmela is unconscious, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. When a Hero picks Yasmela up, perform the "Curse of Set" event action. Yasmela cannot be attacked.

Doors: The only way to open the door with the red border is for a Hero with the Key to perform a simple Manipulation. The other doors require a complex Manipulation with a difficulty of 2 or Wall Wrecker to open. Overlord units can move through the other doors as if they were a border without removing them.



Jailbreak: When a Hero opens the last chest on the board, that Hero also takes the Key card.

OPTIONS

Four Player Mode

- Sellsword: Kerim Shah (Turanian Sword, Throwing Knives), starts in any area of the player's choice except the cells with Conan and Yasmela.
- After setup, all Heroes move 5 gems from their Reserve zone to their Fatigue zone.
- **Reminder:** The Overlord activates four times per turn.



1 2 3 4 5 6



(8 Max)



4



10



(5 Max)



(4 Max)



Hard Mode:
Choose one
of these tiles
to substitute.



OR



Jose Chaves, Jérôme Soffiatti, Hui Perez, Julian Lemonnier / Ken Meyzi



THE TREASURE OF TRANICOS

Conan and his companions have been surviving for many months under difficult conditions in the head of the bay of Korvela, along the coast which borders the Pict territory, far in the north of the kingdom of Zingara. They have followed their employer, Count Valenso Korzetta, who has exiled himself far from civilization for reasons known only to himself.

They are soon joined by the mercenary captain Zaporavo, an acquaintance of count Korzetta, who has come with his crew to lend a hand in exchange for glittering gold.

As everyone is working to improve the defenses of the colony against the Pict threat, they discover an ancient

citadel which holds the mythic treasure of Tranicos the Bloodthirsty, the most famous pirate the Baracha Isles have ever known.

Zaporavo, little disposed to share the loot, attempts to claim it and takes advantage of the absence of the bulk of the troops to get rid of the few guards left posted on location. Only Conan, the warrior Valeria, and Taurus can interpose themselves, but they are quickly overwhelmed by Zaporavo's forces.

After sounding the alarm horn, Valeria and Taurus barely had enough time to hide themselves, but Conan is captured and tossed in a pit filled with hyenas.

OBJECTIVE

To win the game, the Heroes must prevent the Overlord from setting aside Gold bags with a value of 9 or more when the game ends at the end of the Overlord's turn in turn 9. If all Heroes are defeated, the Heroes immediately lose.

SETUP

The game starts with the Heroes' turn.

- Warrior: Conan Warlord (Conan's Sword, Chain Mail)
- Sellsword: Valeria (Pirate Saber, Sacrificial Dagger, Leather Armor)
- Rogue: Taurus (Turanian Sword, Throwing Knives, Leather Armor)

Randomly place 13 Treasure tokens facedown as indicated by the setup diagram.



After setup, Conan Warlord moves 5 gems from his Reserve zone to his Fatigue zone. Valeria and Taurus move 3 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 1 to open. The Asset deck contains: Crossbow, Explosive Orb, Halberd, Life Potion x3, Stygian Scepter, Two-Handed Sword.

EVENT

Perform both of these actions in order:

1. **Reinforcements:** Reinforce 1 Hyena in each reinforcement area . If there are not enough available for all 3 locations, players may distribute them as evenly as possible in the reinforcement areas that benefit them the most. Then do the same for the Pirates, Bossonian Guards, and Bêlits' Guards.

2. **Human Chain:** Choose a Gold bag in an area with the longest Human Chain and move it to the end of the chain. A Human Chain is when two or more adjacent areas contain an Overlord unit (human or non-human). Only count areas that would move the Gold bag closer to the nearest reinforcement area . Move up to 2 Gold bags in this manner, if possible. If the Gold bag reaches a reinforcement area , set it aside face-up.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Gold Bags: The tokens represent Gold bags and count as objects with an Encumbrance value of 2. A Hero can pick up a Gold bag with a simple Manipulation.

"Grab the loot!": When the Pirates activate, perform the following steps in order:

1. Add 1 Pirate to each reinforcement area .
2. Activate Pirates in areas with Gold bags first, starting with the Pirate furthest from a reinforcement area . Players choose in case of a tie. This Pirate will pick up a Gold bag, move 1 area towards the closest reinforcement area , and then drop the Gold bag. If the Pirate reaches a reinforcement area , set its Gold bag aside face-up. These Pirates do not leave the game board. Pirates that carry a Gold bag during their activation will not attack that turn. Repeat this for each Pirate in an area with a Gold bag, even if it was previously dropped into their area by another Pirate.
3. Once all Pirates in areas with a Gold bag have activated, the remaining Pirates will activate one at a time using their movement points to move towards the closest area that contains more Gold bags than Pirate miniatures. They will only attack a Hero if they end their movement in the area with a Hero.

Zaporavo: Targets the Strongest Hero.

Bossonian Guards: Will use Sacrifice if a Pirate in their area is attacked.

Inner Demon: When Zaporavo dies, place the Dark Demon miniature in his area and replace his tile with the Dark Demon tile. The players may remove any 2 tokens on the game board from the game.



GIANT WOLVES

5

1

?

43



CREDITS

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MONOLITH
BOARD GAMES

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